1.	Record Nr.	UNISA996383756903316
	Autore	Freake William
	Titolo	The priuiledges of the vpright in heart [[electronic resource]] : Expressed in brief meditations upon the 84 Psalme: and more particularly vpon the 11 verse thereof. Studied for the vse of the right worshipfull Company of Drapers London By W.F
	Pubbl/distr/stampa	London, : Printed by Tho. Harper for Richard Harper, and are to be sold at his shop at the Bible, [1639]
	Descrizione fisica	[4], 34, [2] p
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Dedication signed: William Freake.
		Publication date from STC.
		The last leaf is blank.
		Identified as STC 11347a on UMI microfilm reel 644.
		Imperfect; date cropped.
		Reproduction of the original in the Folger Shakespeare Library.
	Sommario/riassunto	eebo-0055

2.	Record Nr.	UNINA9910830410003321
	Autore	Laplante Phillip A
	Titolo	Real-time systems design and analysis [[electronic resource] /] / Phillip A. Laplante
	Pubbl/distr/stampa	Hoboken, N.J., : Wiley, 2004
	ISBN	1-280-36809-8
		9786610368099
		0-470-34265-X
		0-471-64828-0
		0-471-64829-9
	Edizione	[3rd ed.]
	Descrizione fisica	1 online resource (529 p.)
	Disciplina	001.6
		004.33
	Soggetti	Real-time data processing
		System design
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references (p. 475-485) and index.
	Nota di contenuto	REAL-TIME SYSTEMS DESIGN AND ANALYSIS; CONTENTS; Preface to the Third Edition; 1 Basic Real-Time Concepts; 1.1 Terminology; 1.1.1 Systems Concepts; 1.1.2 Real-Time Definitions; 1.1.3 Events and Determinism; 1.1.4 CPU Utilization; 1.2 Real-Time System Design Issues; 1.3 Example Real-Time Systems; 1.4 Common Misconceptions; 1.5 Brief History; 1.5.1 Theoretical Advances; 1.5.2 Early Systems; 1.5.3 Hardware Developments; 1.5.4 Early Software; 1.5.5 Commercial Operating System Support; 1.6 Exercises; 2 Hardware Considerations; 2.1 Basic Architecture; 2.2 Hardware Interfacing; 2.2.1 Latching 2.2.2 Edge versus Level Triggered2.2.3 Tristate Logic; 2.2.4 Wait States; 2.2.5 Systems Interfaces and Buses; 2.3 Central Processing Unit; 2.3.1 Fetch and Execute Cycle; 2.3.2 Microcontrollers; 2.3.3 Instruction Forms; 2.3.4 Core Instructions; 2.3.5 Addressing Modes; 2.3.6 RISC versus CISC; 2.4 Memory; 2.4.1 Memory Access; 2.4.2 Memory Technologies; 2.4.3 Memory Hierarchy; 2.4.4 Memory Organization; 2.5 Input/Output; 2.5.1 Programmed Input/Output; 2.5.2 Direct Memory Access; 2.5.3 Memory-Mapped Input/Output; 2.5.4 Interrupts; 2.6

Sommario/riassunto	The leading guide to real-time systems design-revised and updatedThis third edition of Phillip Laplante's bestselling, practical guide to building real-time systems maintains its predecessors' unique holistic, systems-based approach devised to help engineers write problem-solving software. Dr. Laplante incorporates a survey of related technologies and their histories, complete with time-saving practical tips, hands-on instructions, C code, and insights into decreasing ramp-up times.Real-Time Systems Design and Analysis, Third Edition is essential for students and practicing sof